

146 NW 54th St.
Seattle, WA 98107

ADVANCED SQUAD LEADER IS ALIVE AND WELL
IN SEATTLE AND PUGET SOUND.

If you have not played *Squad Leader* or *Advanced Squad Leader* in some time, now is a great time to start. See inside for news about:

- ❖ The Puget Sound ASL club,
- ❖ What Hasbro has to do with ASL,
- ❖ New ASL companies and games,
- ❖ ASL on the web

This is the premier issue of the Puget Sound ASLers newsletter, **CX**.

WE'VE MOVED!

PSASL now meets at Gary's Games. Gary's is a more convenient meeting place. Additionally, we get 10% off all ASL merchandise on game days.

The club meets every other Saturday, usually the second and fourth weekends of the month, although please check our PSASL website for exact dates. Gaming session lasts during store hours, which are 9 a.m. to 5 p.m. The recent high turnout allows for pick up games or players may arrange matches prior to meeting. For more information about how to get to there, feel free to call Gary's Games.



Gary's Games

206-789-8891

8539 Greenwood Ave. N, Seattle, WA

Take the N. 85th exit off I-5, follow for a mile or so to Greenwood and take a right, Gary's is on the left next to McDonald's.

PSASL welcomes all SL/ASL players with any experience level. If you are new to the game or are curious to see what it is all about, we encourage you to call or come by. Ownership of the game or rules is not required. Feel free to contact any of the club representatives, Jeff Newell, Scott Picardat or Dan Owsen at the e-mail below. For most current club meeting dates or for any other questions, check the PSASL web site. We are not a club nor are membership and fees required.

Important Information

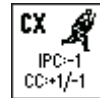
PSASL web site: <http://members.aol.com/adsquadldr>
ASL/Multi Man Publications web site:
www.advancedsquadleader.com.
ASL Crossroads Links to Everything web site:
www.tigertank.com/aslcrossroads/links
PSASL contact Jeff Newell: jnewell@nwlink.com •
(206) 789 4549
PSASL contact Scott Picardat: rspic@nwlink.com
PSASL Webmaster Dan Owsen: adsquadldr@aol.com
Gary's Games 206-789-8891

Upcoming Events

Open ASL @ Gary's Games — 2/27/99
Open ASL @ Gary's Games — 3/13/99
Open ASL @ Gary's Games — 3/27/99
Open ASL @ Gary's Games — 4/10/99
Open ASL @ Gary's Games — 4/24/99
Enfilade ASL Tournament
Fife, WA. May 28 - 30
Contact Scott Picardat: rspic@nwlink.com

THE PUGET SOUND ASL NEWSLETTER

Celebrating Double Timing infantry, fatigued players and their families



Welcome to the first edition of the Puget Sound ASLer's newsletter, **CX**. During the last few months the hobby has seen uncertainty, change and, most recently, optimism. In light of all the changes, we thought the first issue of the newsletter should bring everyone up to speed.

However, if you have not played ASL in some time, do not think this is the same old game you left. To the contrary, the hobby is alive and quite active. New companies have been formed, scads of new modules are available but most exciting is the old concept of scenarios played on geomorphic boards has given way to HASL. That is, Historical ASL played on historically accurate maps unique to the campaign and, often, specialized counters representing units participating in the campaign. Campaigns themselves range from the *Red Barricades* Stalingrad battles to early war, desert, Pacific and virtually everywhere in between. Another aspect of HASL is the reliance of the Campaign Game (CG) concept. Introduced in the ground breaking *Red Barricades*, CGs are played as a series of small scenarios duplicating the campaign over several days.

If you have not played ASL, we encourage you to play now. The Puget Sound ASL has an active roster of over 40 players dispersed from Seattle to Tacoma, to Monroe, Carnation and Issaquah. Players get together in houses or at Gary's Games every other Saturday for pick up games. We are not a club nor are memberships or fees required. If you have any questions, feel free to contact us. We look forward to playing ASL with you.

The state of the hobby

The last few years have been a wild ride for ASL. The hobby has definitely grown and it is easy to see the effects. There are major tournaments in all parts of the country and Canada and during all seasons. The numbers of modules available to players have grown drastically. The last one, *Doomed Battalions* covering early war minor allies such as the Polish and Dutch, was just added in the last six months. Likewise, the number of clubs and players have also increased. The Puget Sound alone has forty active members and we hold deeply-rooted competitiveness with the Portland Oregon and the Vancouver, British Columbia groups.

However, last year saw the most uncertain period for the hobby. It was announced that Avalon Hill was being sold to the game giant Hasbro and no one knew the fate of ASL. Shortly after the announcement, Multi-Man Productions (MMP), the company Avalon Hill outsources ASL to, started talks with Hasbro. In a surprise at the tournament Winter Offensive in Maryland, MMP announced Hasbro would support the game and that MMP would continue to be the official source of ASL for them. To demonstrate this new relationship, the first product was released in the form of the *ASL Journal*, an *ASL Annual*-like magazine.

The state of PSASL

As the hobby has grown, so has PSASL. Now with forty members, the club meets regularly at Gary's Games on every other Saturday. We are actively seeking an East Side location for the convenience of those players. In addition, many of the members play among their own groups, either with individual scenarios or on-going campaign games, often lasting months.

PSASL is active in play testing for MMP and others. Nearly half the play test credits in the *ASL Journal* were PSASLers. Other players are also busy designing their own scenarios or CGs.

Electronic ASL

The web has changed the way players see ASL. First, there are over 50 dedicated web sites. Many sites present the author's insights into the game by offering tips, topical discussions and scenario after action reports (AARs). Some are categorical lists of games available, web sites and magazines. ROAR, the Remote On-line Action Report, automates scenario outcomes by other players. It keeps an accurate reporting of win/lose record and players are encouraged to add their outcome to it.

ASL may also be played live over the internet by the remarkable VASL, Virtual ASL. It is a real-time, interactive application and is supported on several platforms including Windows, Macintosh and UNIX.

Electronic players aids are available including Kevin Pieterston's *ASL Assistance Program*, designed to track events and simplify play by automating many of the functions; Steve Zundel's *ASL Game Assistance Program* (ASLGAP), a similar and complimentary

application; and Robert Delwood's *SALSA!* for Solitaire ASL (SASL) which assists in die rolling and chart referencing.

If you have not played ASL in a long time...

We encourage all players to join back in. If you have only ever seen the game and are curious about it, there is no better way to learn than to contact us and start

There's More Than One ASL Company

The last few years the industry has seen a dramatic rise in companies offering ASL products. Listed below is a small sampling of companies and an even smaller sampling of their products. A more complete list is available from Jacques Cuneo's ASL Crossroads web site.

Hasbro/Multi-Man Publications. The official ASL company. ASL Rules book; Yanks; Beyond Valor and many others.

Critical Hit. All American Pack; Point du Hoc; Stonne 1940; Ruweisat Ridge; Platoon Leader Campaign System.

Dispatches from the Bunker. A quarterly magazine offering two new scenarios, historical notes and designer comments.

Heat of Battle. Waffen SS: No Quarter No Glory!; Fortress Cassino.

Sherry Enterprises. They run Florida's Schwerpunkt tournament and the related scenario packs.

View from the Trenches. A quarterly magazine based in England.

playing. The same holds true for you Squad Leader players.

If you have not played ASL, contact us and we will get you involved. Lastly, if you have played ASL before and time just prevented you from gaming, you are not alone any means. Nevertheless, we would like to encourage you to look in ASL again and see what has changed.

CX Newsletter Credits



Editor - Robert Delwood

PSASL Leaders:

10-3 Jeff Newell

10-2 Scott Picardat

10-0/Webmaster Dan Owsen.

About CX

Please feel free to contact anyone of us if you have questions, comments or would like to submit material.

CX is a semi-regular publication of PSASL on a quarterly basis. We welcome articles or comments for publication but they should be of interest and relevance to ASL. All **CX** material is copyrighted by the author(s) and blatant violations without their permissions is downright foolishness. More importantly, all copyrights mentioned in this newsletter are owned by their respective companies. Counter artwork courtesy of Carl Fung.